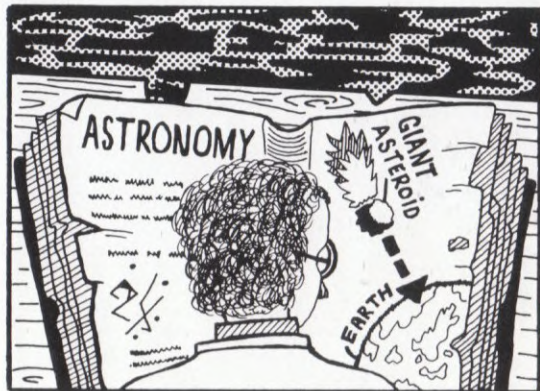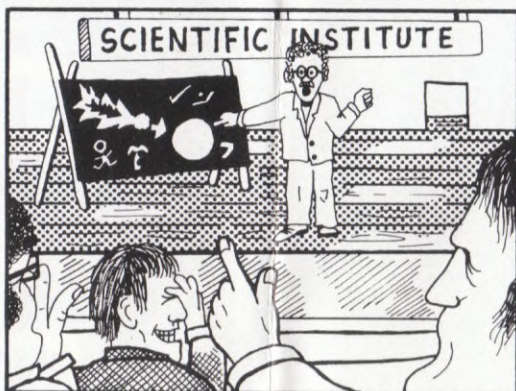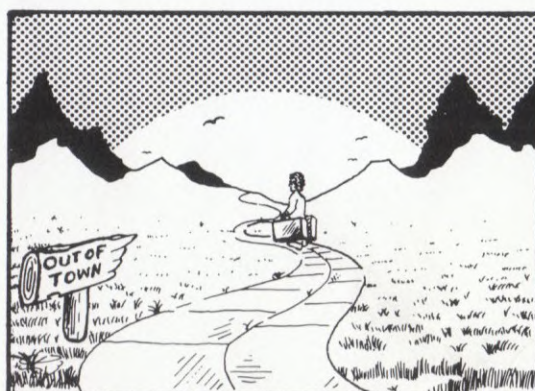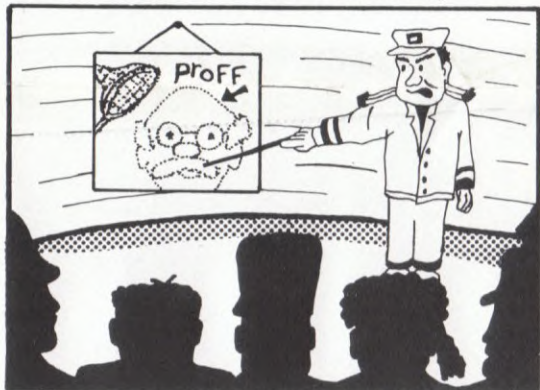# TERRAMEX

"Mein Gott! Ze Asteroid vill collide with ze Earth. I must warn the Academy".

Ha! Ha! . . . . Ho! Ho! . . . .
Eyestrain, you're mad!

Mad am I! Wait and see you idiots!
Then we'll know who's mad!

He is the only man who can save the world,
and one of us must find him!

Now, you choose which one!

UNICYCLE　　FLASHGUN　　CRICKET BALL　　SPURS　　BEER BARREL　　UMBRELLA　　PARTY MANIFESTO

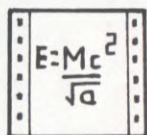BELLOWS　　CANNON　　VACUUM CLEANER　　ACME EXPANDING BRIDGE　　FLUTE　　SILVER LINING　　SPRING

SECRET FORMULA　　SWITCH　　RED BUTTON　　BATTERY　　COAT HANGER　　TRAMPOLINE　　ATOMIC PILE

ANTI RADIATION PINS　　CUP OF TEA　　ENERGY CRYSTAL　　BALLOON　　GUNPOWDER　　SILVER CROSS　　BUCKET

TERRAMEX

. . . and there we have it, gentlemen", concluded Count Darnit. "Eyestrain disappeared twenty years ago when the scientific world pooh-poohed his idea of a giant asteroid colliding with the Earth. Now the asteroid has appeared and only Eyestrain can destroy it. We have to find him!"

"'ow long 'ave we?" asked Henri Beaucoup, fierce gallic eyes flashing. The most famous duellist in France, he once killed a man for asking him directions. I am an onion seller, not an atlas!" he explained. His prowess on the unicycle, a legend.

"Not long, Henri" conceded Darnit, "hours at most!"

"Sticky wicket? What?" chuckled Wilbur Fortisque-Smithe, laconically lighting a small cigar. The truest opening bowler to ever play for England until the controversial 'Jawline' tour of Australia always found the humour in a situation.

"We mus' act quickly, Darnit" agreed Wu Pong the fanatical martial artist from Japan.

"As a flash", roared Big John Caine, the grizzly wrestler for America with what amounted to wit for him. He was gazing at the eleven cameras suspended around Wu Pongs neck.

"But where do ve start?", Hans Krusche, the meticulous German brought the conversation back to reality. "Ve haf no idea where he is!"

"Not so, Hans", smiled Darnit. "Eyestrain was last seen in a high mountainous plain - fiercely hostile to human survival. Prehistoric birds, acid rain, poisenous snakes and horrible mutations, presumably created by Eyestrain himself.

One man, unequipped may just be able to persuade the Professor to save the Earth.

There was a moments silence, and then with the courage borne of a thousand close scrapes the intrepid adventurers all spoke at once.

. . . . vital Test Match you see, night before on Thursday!

. . . . 'ave to oversee ze onion crop, otherwise . . . .

. . . . never been one to trust a parachute, and my spurs are still being re-chromed . . . . .

. . . . international Origami Championship in Tokyo

. . . . Marching display and duelling scar contest.

Darnit smiled.

"Well someone has to go . . . . or we're all dead anyway! So have we a volunteer, or do we draw lots?

The Adventure

Your volunteer selected, he and his party of bearers must move around the landscape and try to find Professor Eyestrain. Eyestrain will then ask for various items from your bearers in order to create an Asteroid deflector. Woe betide you if you miss anything.

You can collect previously abandoned items from other expeditions by walking over them. Once held by a bearer you can easily use the article whenever you need to.

Each character has a key item which he will need to complete the mission. Your character will obey all your instructions, even stupid ones, although this may lead to some head shaking. When stuck the character may have a bright idea about which item to use or then again he may not.

It's a race against time. Asteroid Time. And if, 'Asteroid Time', then it's running out fast.

Cassette Loading Instructions

Spectrum 48K	: Load "" and press PLAY on cassette. Stop the tape after the Explorer Selection Screen, and restart once you have selected your explorer.
Spectrum 128K	: Load "" and press PLAY on cassette.
C64 Cassette	: Press Shift/Run Stop and press Play on cassette. Select adventure. Turn tape to side two. Rewind and load game.
Amstrad Cassette	: Press Control and Small Enter and press Play on cassette.
MSX Cassette	: BLOAD"CAS:",R and press Play on tape.

Disk Loading Instructions

C64/128 Disc	: Load "*",8,1.
Amstrad Disc	: Type ; cpm and the game will load.
Atari ST	: Insert disc into drive and turn on machine. The disc will then load and run.
Commodore Amiga	: Insert the disc at the Workbench prompt, and the disc will load and run.

Control Keys

	Spectrum	C64/128	Amstrad	MSX	ST	Amiga
Left	Z	Z	Z	Z	Z	Z
Right	X	X	X	X	X	X
Up	O	P	O	O	P	P
Down	K	L	K	K	L	L
Jump	Space	Space	Space	Space	Space	Space
Bearers Left	1	1	1	1	1	1
Bearers Right	2	2	2	2	2	2
Swap Object	S	S	S	S	S	S
Think	T	T	T	T	T	T
Music On	—	F1	—	—	—	F9
Music Off	—	F3	—	—	—	F10
Abort	Caps/Q	Shift/Run Stop	Ctrl/Escape	Ctrl/Stop	Ctrl/Escape	Ctrl/Escape